

**PEANUTS**

**ATARI**® 2600™

**SNOOPY™\***  
**— AND THE —**  
**RED BARON**

HERE'S THE WORLD WAR I  
FLYING ACE READY FOR  
ANOTHER DANGEROUS  
MISSION... THIS TIME  
HE WILL RECOVER THE  
STOLEN TREATS!





**NOTE:** Always turn the console POWER switch OFF when inserting or removing an Atari Game Program™ cartridge. This will protect the electronic components and prolong the life of your Atari Video Computer System™ game.

GAME PLAY

Your task is to help Snoopy shoot the Red Baron down and recover as many stolen treats as possible. Be careful though, the Red Baron is a skilled aviator and sharpshooter. When you least expect it, he could riddle the Sopwith Camel with bullet holes.

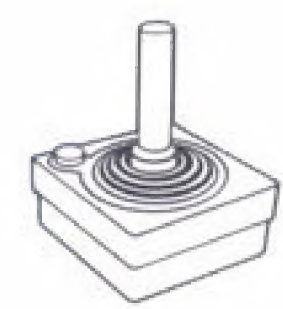
Use your Joystick to fly Snoopy's Sopwith Camel through the air and catch falling treats; press the red fire button to shoot Snoopy's twin machine guns. You start the game with four Sopwith Camels. It takes eight direct hits to bring the Red Baron down. Likewise, Snoopy will lose a Sopwith Camel if he is hit eight times by the Red Baron. (See Figure 1.)



Figure 1

You can play up to four game variations including **PILOT IN TRAINING**, **PILOT FIRST CLASS**, **SKILLED AVIATOR**, and **ACE**, skill levels. Each variation requires SNOOPY to shoot down three, four, or five Red Barons in a round (see **GAME VARIATIONS** for details). Snoopy must use strategy to recover the stolen treats from the infamous Red Baron. Sometimes, when the red Fokker Triplane flies off the screen, it flies a loop-to-loop and drops a treat, giving Snoopy the chance to catch a treat as it falls through the sky. To catch a falling treat, position Snoopy's Sopwith Camel under the treat. Watch out for the Red Baron's nasty tricks; if a skull and crossbones appears, don't try to catch it. Catching a skull and crossbones will cause Snoopy to lose all of the treats accumulated in the round. But, you will score points if you shoot it.

USING THE CONTROLLER



Plug one Joystick Controller into the **LEFT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen. See your owner's manual for details.

Snoopy flies in the same direction that you move your Joystick. Press the red fire button to shoot bullets at the Red Baron.

CONSOLE CONTROLS

Press the **GAME SELECT** switch until the game you want appears at the top of the screen. The game number is followed by the number of Red Barons. (See **GAME VARIATIONS**.) Before you press **GAME RESET**, Snoopy can play a practice game without scoring any points, and without being shot down. Then, press **GAME RESET** to start a point-scoring game. Press **GAME RESET** to restart a game during play. (See **Figure 2**.)



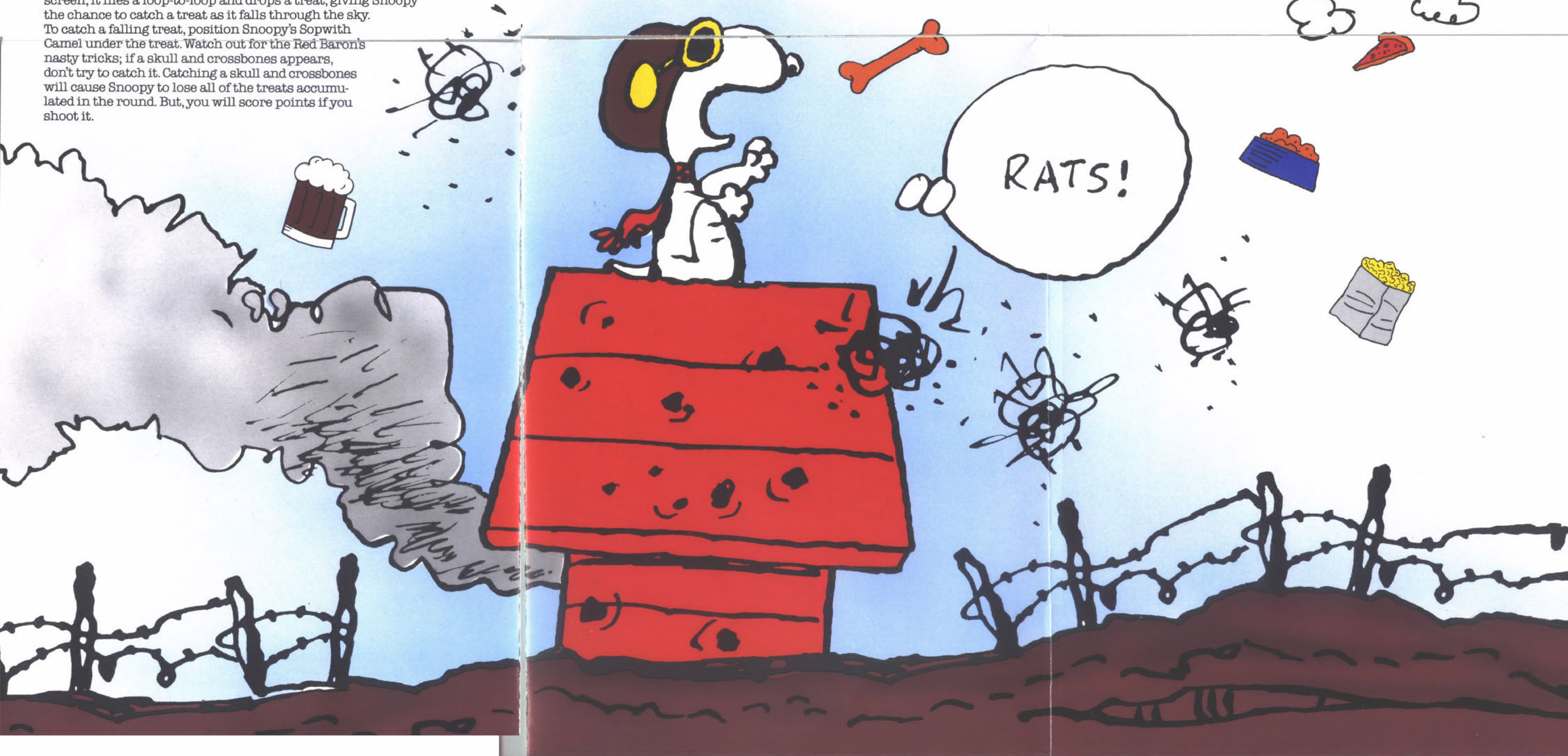
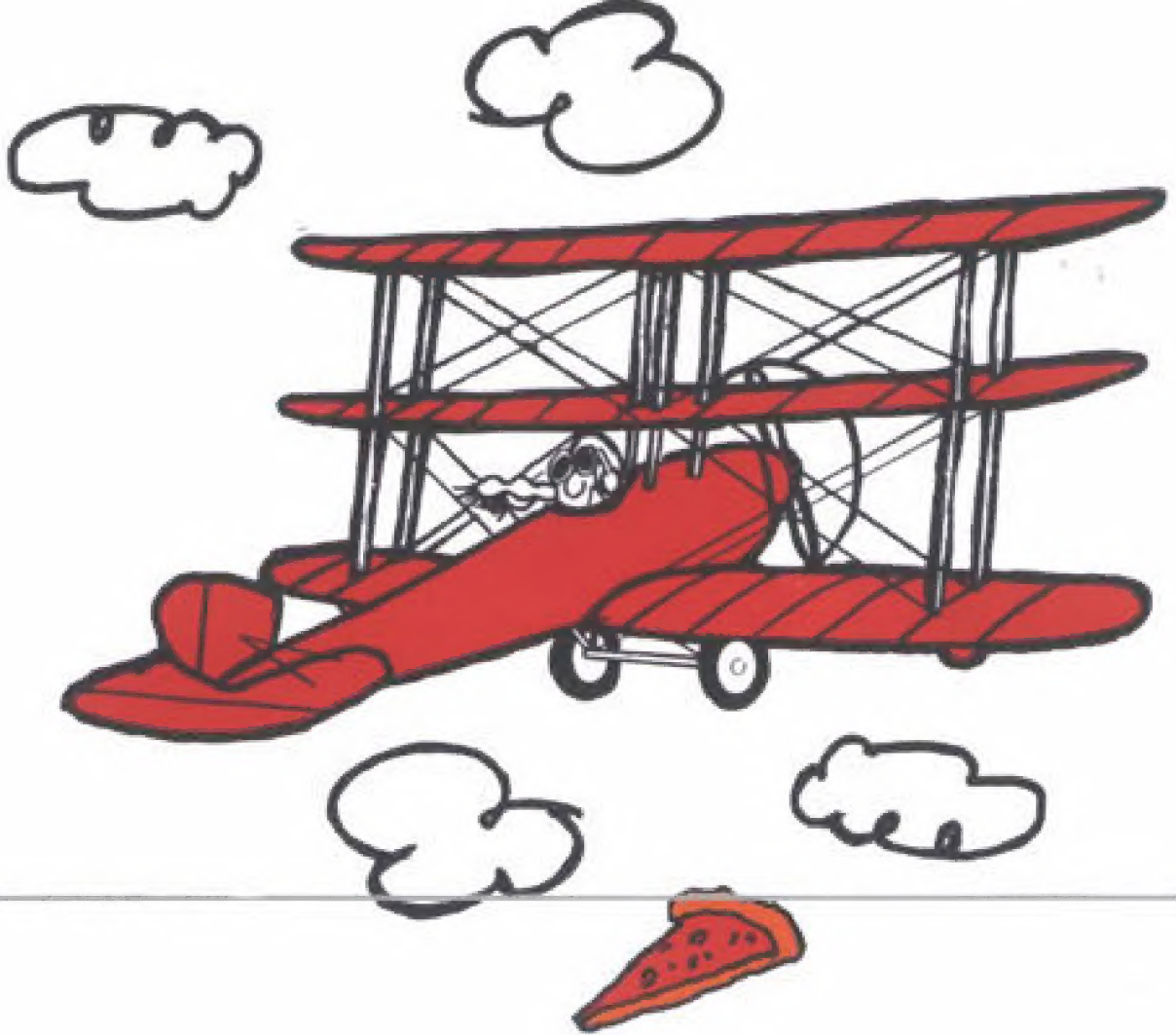
Figure 2

The **RIGHT** and **LEFT DIFFICULTY** switches are not used in this game.

	POINTS DURING FLIGHT	TREAT SCREEN BONUS POINTS
RED BARON HIT	10	
RED BARON SHOT DOWN		100
EACH TREAT	40	50
ALL TREATS	BONUS DOGHOUSE	

HELPFUL HINTS

- When Snoopy catches a treat, the Red Baron will quickly come after him. So, as soon as he catches a treat, fly away.
- If you get hungry while playing this game, wait until the treat screen appears. Then you have a few minutes to run out and get yourself some root beer and pizza. However, when the marching music begins to play, it's reminding you that your time is running out. Press the red fire button to resume game play, but if you don't return to the game soon enough, the Red Baron will steal the treats, and that will end the game.
- The Red Baron is a crafty aviator; sometimes he will fly up into the clouds, where Snoopy does not dare to roam. So, fly Snoopy down toward the mountains to entice the Red Baron out of the clouds.
- Try to stay behind the Red Baron. He cannot shoot backwards.



As the dogfight begins Snoopy shouts, "Curse you, Red Baron." This time he will bring the enemy down! You score points for shooting down all three, four, or five Red Barons in the round. When the round ends, you go to the treat screen, and Snoopy earns bonus points for the recovered treats. The allies will be so proud of their hero for recovering their precious supply of goodies!

If Snoopy shoots down all the Red Barons in the round, the treat screen will show your bonus points, how many treats have been recovered, and the number of destroyed Red Barons. However, if Snoopy loses a Sopwith Camel, he will lose all his accumulated treats for the round, including the last round of the game. However, he will not lose any shot-down Red Barons.

TREATS

DOG BONE	
SUPPER DISH	
ROOT BEER	
POPSICLE	
HAMBURGER	
POPCORN	
ICE CREAM CONE	
PIZZA	

GAME VARIATIONS

There are four game variations. You can choose 3, 4, or 5 Red Barons. The easiest version is Pilot in Training, Game 4. The most difficult version for Aces is Game 3. Game 3 is the only version that does not automatically guide Snoopy away from the direction of the Red Baron, and prevent him from unexpectedly meeting the sinister Red Baron face to face.



GAME NUMBER	1	2	3	4
3 RED BARONS				X
4 RED BARONS	X	X		
5 RED BARONS			X	

SCORING

Your score is shown at the top center of the screen. After scoring 999,990 points, every million points will be indicated by a different colored exclamation point.

You score points for shooting the Red Baron and for catching treats. You earn a Gold Baron for every 50 Red Barons shot down. And, you can earn extra Sopwith Camels (up to 99) for catching all of the treats on the screen. At the end of each round, your treats, Red Barons, and bonus points are shown on the treat screen. When all points are calculated, press the red fire button to take off for yet another heroic encounter with the infamous Red Baron and his infamous Fokker Triplane.



PEANUTS ATARI 2600™

SNOOPY™ AND THE RED BARON™







"MY GROUND CREW WAS ON HAND AS I RECEIVED MY ORDERS."



"MY SUPPLY SERGEANT HAS WARNED ME ABOUT TAKING GOOD CARE OF MY SOPWITH CAMEL-- LOOKS LIKE I'M IN TROUBLE TONIGHT."

# SNOOPY CHRONICLES: MY GREATEST DOGFIGHT!

Pont-à-Mousson, France  
April 26, 1917

It's a time of great uncertainty. The daily pressures of war, the sleepless nights, the constant hum of planes. It's enough to crack even the bravest of flying aces. And now our most sinister enemy is lurking in the shadows -- the Red Baron!

As if this wretched war wasn't miserable enough, the Red Baron has begun stealing the Allies' treats! Our precious supply of goodies is shrinking at an alarming rate! Popcorn, burgers, and bones -- good grief, it's turning the trenches into a madhouse! Not to mention that here in the aerodrome the morale has sunk to an all time low. My ground crew is becoming listless and sullen. I haven't had a root beer in a week!!!

An aerodrome near Amiens  
April 27, 1918

Curse you, Red Baron -- I'll get you yet!!!

With orders from the President to search and destroy the Red Baron, I bade farewell to my faithful ground crew. "Never fear," I told them with complete confidence. "Your treasured treats shall never again leave the trenches!"

In the last moment before takeoff a crew member jumped aboard and handed me some root beer and a slice of pizza. "You deserve it, Mon Capitaine," he muttered. How touching!

"Bonne Chance, mes amis!" I finished off the root beer, gunned the engines, and took off in search of the missing goodies.

As the Sopwith Camel climbed quickly into the clear blue sky, I detected the approach of hostile enemy aircraft. My instincts were correct: I could now hear the unmistakable growl of the Red Baron's triplane up ahead. I suspected the glutton had caught wind of my mouth-watering pizza!

"Come and get it, Red Baron -- this sweet temptation shall be your last!" I cried as the triplane appeared from behind a cloud. I angled my twin machine guns and aimed for the red Fokker's belly. "Nyahh, nyahh, nyahh!" The bullets sprayed forth, but only one grazed his rudder as he swerved and flew loop-the-loops above the Sopwith Camel.

As the Baron turned upside down, a hamburger fell from the cockpit. I raced to catch the stolen treat before the Baron could return for a rear attack.

Too late! I'd been hit! Riddled with bullets, I began to lose altitude. The Red Baron was close behind -- ready for the finish. I was beginning to feel like a bull's-eye on a dart board. My engine was sputtering and my gauge began to flutter. At least I still had my root beer...

Savoring my last sip, I was filled with yet one last burst of heroic energy. I had to bring the villain down! I zig-zagged my faithful Sopwith Camel out of range and repositioned myself above the Red Baron for the final dogfight.

Glaring below at my overly confident foe, I began my dive attack. My aim was direct and to the point. Too bad I couldn't see it -- my scarf blew into my eyes at the last moment. It wasn't until the eighth bullet that I heard the Fokker fall. Red Baron, you've got your just desserts at last! Au revoir... until we meet again.



HERE'S THE WORLD WAR I FLYING ACE STUDYING FRENCH AND DRINKING ROOT BEER WITH HIS COMRADE IN A LOCAL CAFE.



"MY GROUND CREW IS OVERJOYED WHEN I RETURN SAFELY FROM A COURAGEOUS MISSION."



HERE'S THE WORLD WAR I FLYING ACE BACK AT THE AERODROME WITH HIS SOPWITH CAMEL.



"WITH UNDAUNTED COURAGE I TAKE OFF ON ANOTHER DANGEROUS MISSION TO BRING DOWN THE RED BARON."